Video Bingo

[0091] **FIG. 16** is an exemplary display **600** that may be shown on the video display unit **70** during performance of the video bingo routine **250** shown schematically in **FIG. 6**. Referring to **FIG. 16**, the display **600** may include one or more video images **602** of a bingo card and images of the bingo numbers selected during the game. The bingo card images **602** may have a grid pattern.

[0092] To allow the player to control the play of the bingo game, a plurality of player-selectable buttons may be displayed. The buttons may include a "Cash Out" button **604**, a "See Pays" button **606**, a "Bet One Credit" button **608**, a "Bet Max Credits" button **610**, a "Select Card" button **612**, and a "Play" button **614**. The display **600** may also include an area **616** in which the number of remaining credits or value is displayed. If the video display unit **70** is provided with a touch-sensitive screen, the buttons may form part of the video display **600**. Alternatively, one or more of those buttons may be provided as part of a control panel that is provided separately from the video display unit **70**.

[0093] **FIG. 17** is a flowchart of the video bingo routine **250** shown schematically in **FIG. 6**. The bingo routine **250** may be utilized in connection with a single gaming unit **20** where a single player is playing a bingo game, or the bingo routine **250** may be utilized in connection with multiple gaming units **20** where multiple players are playing a single bingo game. In the latter case, one or more of the acts described below may be performed either by the controller **100** in each gaming unit **20** or by one of the network computers **22**, **32** to which multiple gaming units **20** are operatively connected.

[0094] Referring to **FIG. 17**, at block **620**, the routine may determine whether the player has requested payout information, such as by activating the "See Pays" button **606**, in which case at block **622** the routine may cause one or more pay tables to be displayed on the display unit **70**. At block **624**, the routine may determine whether the player has made a bet, such as by having pressed the "Bet One Credit" button **608** or the "Bet Max Credits" button **610**, in which case at block **626** bet data corresponding to the bet made by the player may be stored in the memory of the controller **100**.

[0095] After the player has made a wager, at block **628** the player may select a bingo card, which may be generated randomly. The player may select more than one bingo card, and there may be a maximum number of bingo cards that a player may select. After play is to commence as determined at block **632**, at block **634** a bingo number may be randomly generated by the controller **100** or a central computer such as one of the network computers **22**, **32**. At block **636**, the bingo number may be displayed on the display unit **70** and the display units **70** of any other gaming units **20** involved in the bingo game.

[0096] At block **638**, the controller **100** (or a central computer) may determine whether any player has won the bingo game. If no player has won, another bingo number may be randomly selected at block **634**. If any player has bingo as determined at block **638**, the routine may determine at block **640** whether the player playing that gaming unit **20** was the winner. If so, at block **642** a payout for the player may be determined. The payout may depend on the number of random numbers that were drawn before there was a winner, the total number of winners (if there was more than one player), and the amount of money that was wagered on the game. At block **644**, the player's cumulative value or number of credits may be updated by subtracting the bet made by the player and adding, if the bingo game was won, the payout value determined at block **642**. The cumulative value or number of credits may also be displayed in the display area **616** (**FIG. 16**).

What is claimed is:

1. A gaming apparatus, comprising:

a housing having a first opening and a second opening;

a display unit that is capable of generating video images, said display unit being positioned relative to said housing so that a first portion of said display unit is visible through said first opening of said housing and so that a second portion of said display unit is visible through said second opening of said housing;

a value input device;

a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to allow a person to make a wager,

said controller being programmed to cause a first video image to be generated on said first portion of said display unit and a second video image to be generated on said second portion of said display unit, at least one of said first and second images representing one of the following games: video poker, video blackjack, video slots, video keno and video bingo,

said at least one video image comprising an image of at least five playing cards if said game comprises video poker,

said at least one video image comprising an image of a plurality of simulated slot machine reels if said game comprises video slots,

said at least one video image comprising an image of a plurality of playing cards if said game comprises video blackjack,

said at least one video image comprising an image of a plurality of keno numbers if said game comprises video keno,

said at least one video image comprising an image of a bingo grid if said game comprises video bingo, and

said controller being programmed to determine a value payout associated with an outcome of said game.

2. A gaming apparatus as defined in claim 1, wherein said housing comprises a first housing portion and a second housing portion.

3. A gaming apparatus as defined in claim 1, wherein said housing comprises a main housing portion and a panel coupled to said main housing portion.

4. A gaming apparatus as defined in claim 3, wherein said panel is removably coupled to said main housing portion.

5. A gaming apparatus as defined in claim 3, wherein said panel includes at least one of said value input device and an input control panel.